



Course Code: TGS-2024042310

WSQ - Mastering Game Development with Unity and C# Programming Basics

Funding Available: WSQ SkillsFuture Credit PSEA UTAP SFEC Absentee Payroll MCES

COURSE INFORMATION

Sessions
2 days

Duration
16 hrs

Level
Beginner

Assessment
2 hrs

VENUE

12 Woodlands Square #07-85/86/87 Woods Square Tower 1, Singapore 737715. 5 mins walk from Woodlands (NS9) MRT station.

The venue is disabled-friendly.

WHAT'S THIS COURSE ABOUT

Topic 1: Introduction to C# Software Design in Unity

Installing and setting Up Unity

Explore Unity Interface and components

Getting started with C# scripting in Unity

Understanding the structure of a C# script

Topic 2: Fundamentals of C# Scripting in Unity

Setup for a simple 3D game

Transform component

public and private variables

Working With keyboards inputs in Unity

Control statements

Classes and functions

Prefabs

Instantiating and Destroying Random GameObjects

Rigidbody and Trigger...

WSQ FUNDING

Full Fee S\$800.00 Before GST

GST S\$72.00 9% of fee

Baseline Nett S\$472.00 SG/PR age 21+ · 50% funded · incl. GST

MCES / SME Nett S\$312.00 SG age 40+ · 70% funded · incl. GST

CERTIFICATION

- **Certificate of Completion from Tertiary Infotech** - Upon meeting at least 75% attendance and passing the assessment(s), participants will receive a Certificate of Completion from Tertiary Infotech.
- **OpenCerts from SkillsFuture Singapore** - After passing the assessment(s) and achieving at least 75% attendance, participants will receive an OpenCert (aka Statement of Achievement) from SkillsFuture Singapore, certifying that they have achieved the Competency Standard(s) in the above Skills Framework.

REGISTRATION

<https://www.tertiarycourses.com.sg/wsq-mastering-game-development-with-unity-and-c-programming-basics.html>



SCAN TO REGISTER

SUPPORT

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